



“A Drive in the Country”

1300 9/11/44 — 1300 9/11/44

Introductory Scenario #1

After Joe’s Bridge was captured on September 10th, the front stabilized but the Allies knew that time wasn’t on their side. It was decided that a reconnaissance deep into German lines was needed to see how far in depth the Germans were in The Netherlands. In addition, the condition of the first bridge over the Dommel south of Valkenswaard needed to be determined if the British were to resume the advance. So at 1pm, D Squadron of 2/HHC was ordered to charge through enemy lines and reconnoiter the Bridge. They sped through the front lines at 60 miles an hour and completely surprised the Germans. Several minutes later they had come to the bridge and saw a PzIV sitting right on top of span. Seeing tanks did just fine on the bridge, they turned around and headed home. The squadron even enjoyed a cup of tea at a local cafe and chatted with some Dutch on the way back.

The Germans were alerted upon their return and each vehicle was shot up as they stormed back home - but they returned safely to give the Allied commanders the reassurance about the German’s position. Market Garden was given the go ahead for the following Sunday.

Set-up

The map to be used for this scenario is the “Valkenswaard Map”. Place scenario boundary markers on hexes 46.226, 39.223, 55.200 and 61.203. The first turn of the scenario is 1300, on September 11. Only steps 6 through 9 of the sequence of play are used in this scenario. The weather is clear, and does not change.

Allied

All the Allied Units are found on the first counter sheet. Use these counters and not their campaign game counterpart.

D(-)/2HHC (in column) in hex 44.224

King’s/1 GG in hex 44.223

3/1 GrenGds in hex 45.224

S(Mtr)/1 GG in hex 43.225

B/55 Fld, RA in hex 44.225

German

All the German Units are found on the counter tree as marked here for Scenario 1. Use these counters and not their campaign game counterpart.

3/FJ and 1/FJ in hex 44.222

2/FJ in hex 46.223

PzErs in hex 56.201

Events

Randomly select one Event marker from the counter mix for Scenario 1 and place it in hex 52.210. This event is triggered when the D(-)/2HHC unit enters the hex. After the D(-)/2HHC unit leaves the hex, randomly select and place another Event marker in the hex (so it will trigger an event on the way up and then on the way back).

Events:

No effect – Nothing happens.

Cafe – The Brits stop for a spot of tea. Roll a die and multiply the result by 4. The D(-)/2HHC unit must expend that number of movement points before it can leave the hex. After the amount has been deducted, the unit may move as normal. Note that it may take more than one impulse to pay the entire movement points cost incurred by this event.

Dutch – The Brits are welcomed by a mob of happy Dutch civilians. The D(-)/2HHC unit must immediately end it’s activation and may move no more this impulse.

HK Team – Immediately attack the D(-)/2HHC unit with a 4 firepower, dual purpose (white) shot. Apply the results immediately and then continue with the D(-)/2HHC’s impulse. No Modifiers apply to this attack.

Command Values

Dispatch Points are not used this scenario, only Command Points. No Activation chits will be purchased.

For the Guards Armored Division the Command Rating is 3. The division starts with 4 Command Points.

The German player receives no Command Points.

Reinforcements

None

Chits

The following chits are placed in the mug and randomized:

Guards Independent Formation Activation, the Allied Direct Command, Guards Armored Artillery, Guards Divisional Activation.

The first chit in play is determined by drawing a chit out of the cup. Play proceeds until all Chits have been drawn and all impulses completed or the Victory conditions have been met by either side.

No chits are purchased in this scenario.

Victory Conditions

Allied Victory: The D(-)/2HHC unit must move to hex 55.202 and then return the Unit to hex 44.225.

German Victory: The German Player wins if the Allied Player doesn’t achieve his victory condition.

Scenario Special Rules

The German Player does not receive the +3 Fire Zone to Fire Zone modifier until the D(-)/2HHC unit has entered hex 55.202. Once entered, all modifiers now apply.

No units except D(-)/2 HHC may move. D(-)/2HHC unit may not leave the marked Club Route road that runs from hex 44.225 to hex 55.202.

All Units are always in Command at all times.

No road blocks may be created or Rearguard Units deployed during this scenario by either player.

The Allied artillery Unit can perform Indirect Fire with non minimum range restriction



“Son with the Wind”

1500 9/20/44 — 1700 9/20/44

Introductory Scenario #2

This was the moment when the Germans had the best chance to win the entire battle. As elements of the 107th Panzer Brigade arrived in the area, they began massing to attack the corridor that held the life line for all of Market-Garden. Pressed to attack before he felt he was ready, Major von Maltzahn launched his attack in the late morning of the 20th. The Major's reticence would be telling later. His initial plan was to drive over the Dommel (at hex 70.166) and attempt to cut off the Allies to the south. As he approached the battlefield, he was told by a Dutch Farmer that the bridge over the Dommel was too weak to support the German tanks. The Major redirected his attack and as luck would have it, it now was approaching the most vulnerable point on the entire Allied Front. He approached just to the north of the Wilhelmina Canal and came across a culvert. He went under the canal and popped out just 500 meters from the Bailey Bridge at Son. To the German's shock, there right in front of them was vital Bailey Bridge. Victory for the entire operation was within their grasp.

American forces frantically scraped up anything near by and threw themselves at the advancing Panthers. 10 men Bazooka teams were thrown in and anything else that could be found. In the end, while the Dutch Farmer had inadvertently helped the location of the German advance by his warning about the Dommel bridge, the tentative Germans had wasted so much time regrouping that the final attack came so late in the day that there wasn't enough time to attack the Bailey.

A few miles to the south, the Germans also attacked to secure the town of Nuenan and it's important location to launch further attacks to the south. Defending the town was the famous “Easy” company of the 506th Regiment and a squadron of British tanks. Here the Germans were more successful and the town was secured.

107 Panzer Brigade's Panthers would withdraw with the coming of night and would later choose to meekly attack to the south from the Nuenan bastion using standoff weapons over the next few days. Although disruptive to XXX Corps supply lines, the 107th was ultimately unsuccessful in the south and would have to wait until the major attack at Veghel on the 22nd for their next opportunity to win this battle.

Set-up

This scenario uses the “Son Map”. Place scenario boundary markers on hexes 72.145, 89.154, 63.160 and 79.168.

The first turn is 1500, on September 20th. Play begins with step 5 of the sequence of play, and steps 1 through 4 will not apply throughout this scenario. Weather is Clear for the entire scenario. Play ends on the 1700 turn when there are no more chits left in the cup (the last chit is in play for this scenario).

Allied

All the Allied Units from countersheet 1.

101st Airborne Division, Independent: Bazooka squads are placed in hexes 67.157, 68.157, 67.158; 14 Fld Sqn,

RE (Bailey Side up); B/81 AB AA/AT are placed in hex 66.157; 101 HQ is placed in hex 66.156

101st Airborne Division, Independent: Easy/2/506 and B/15/19 KRH are placed in hex 77.165

German

The German Units from countersheet 1.

KG Walther, Independent: 1./Pz 2107 (with 2/FJ Regt.21 piggybacked) is placed in hex 87.155; 4./Pz 2107 (with 1./FJ Regt.21 piggybacked) and 1./PG 2107 is placed in hex 87.156

Markers

Neither player may build any road blocks, or deploy any Rearguard Units during the scenario.

Command values

Each Division has a Command Rating of 4. Dispatch Points are ignored for this scenario, and the activation chits to be used are already determined (see below).

The Command Points at the start of the scenario are:

KG Walther – 6 Command Points.

101st Airborne – 2 Command Points.

Events

Whenever either player rolls a “9” in any Opportunity or Direct Fire (but not Assault Fire), draw one Event from the Event Cup. Once drawn, it is placed to the side and may not be drawn again.



Reinf! (with the US Infantry image) – Place 3 Glider Pilots and A(-)/1/506 in hex 66.157.



Reinf! (with US Armor image) – Place A/15/19 KRH in hex 66.156.



Reinf! (with German Infantry image) – Place all of KG Klemm in hex 67.162.

Dutch Farmer — Reduce the number of German Command Points by 1/2 (round fractions down).

Note: should any reinforcement arrive in a Flre Zone, this is an Opportunity Fire trigger.

Reinforcements

Arrive via Events above.

Chits

The following chits are placed in the mug and randomized:

KG Walther Division Activation, 101st Division Activation, Allied Direct Command.

The German Direct Command chit is not placed in the mug,



as it will be the first chit in play for the first turn of the scenario.

Place these same chits back in the cup for the second turn.

The last chit drawn for the first turn is put into play for both turns of the scenario.

Victory Conditions

If by the end of the scenario (when the last chit is drawn on the second turn), the German Player has destroyed the Bailey Bridge, he wins. If he is the sole occupier of hex 77.165, it is a draw. Any other result is an Allied Victory.

Special Scenario Rules

All Units are considered In Command throughout the scenario.

The German Panther Unit (1./Pz 2107) may not leave Column or exit a road hex throughout the scenario.

The Allied Units in hex 77.165 may not move throughout the scenario and will rout and be taken off the board if either Unit takes one Step Loss.

Hex 67.162 is treated as a reinforcement hex. Additionally, there is no need to bring in the leader for KG Klemm, as all Units are In Command for the scenario.

If KG Klemm arrives as a reinforcement, immediately add the 59th Infantry Division Division Activation Chit into the cup. KG Klemm can spend the Command Points of KG Walther.

“The Best Laid Plans”

0700 9/18/44 — 1900 9/19/44

Intermediate Scenario

On the 17th, the Allies sent a lone company to secure the reserve bridge at Best. This company at first got lost and veered into the town itself and were met head on by strong elements of the quickly arriving 59th Infantry division. After a sharp fight, a small detachment made it to the bridge and held out as the Allies rallied more force to try and take the bridge (now made far more important when the Son Bridge was blown). Eventually, this battle would occupy more than half of the 101st for the next few days and would leave other vital areas with little force to protect Hell’s Highway. It was only after Allied air power broke the German’s back that the battle was decided.

Set-up

This scenario uses the Son Map, the Eindhoven Map and the Veghel Map (yeah, sorry about that). Place scenario boundary markers on hexes 52.142, 73.153, 64.168 and 42.157.

The first turn is 0700, on September 18. Play begins with step 5 of the sequence of play, and there is no need to perform steps 1 or 3 throughout the game. The weather is clear for the duration of the scenario.

Select randomly four 59th Division flak Units and place them face down on the map in the hexes listed below.

59th Infantry Division: 49.154, 47.155, 47.157, 49.159

After these have been randomly placed, flip them to their front sides.

Place the following two-Step flak Unit on the map:

59th Infantry Division, Independent: s.Flak Abt 424 is placed in hex 51.159

German

All German Units are from from countersheet 1.

59th Infantry Division, Independent: Ers, 1./Pio 159 are placed in hex 51.158.

59th Infantry Division, KG Dewitz: 1./I/1036/59 is placed in hex 49.153; 2./I/1036/59 is placed in hex 49.154; 3./I/1036/59 is placed in hex 50.154; 5./II/1036/59 is placed in hex 50.155; 7./II/1036/59 is placed in hex 51.156; 6./II/1036/59 is placed in hex 51.157; Gr.W./II/1036/59 is placed in hex 47.154; Gr.W./I/1036/59 is placed in hex 47.156. Leader/KG Dewitz may be placed with any Unit of his command.

59th Infantry Division, Artillery: II./159/59 is placed in the 59th Infantry Division Artillery Park.

Allied

All Allied Units are from Scenario 3 from countersheet 1 (except for the 3 US Airborne Artillery, these are taken from the scenario 4 counters).

101st Airborne Division, 502 PIR: Wzbwski (entrenched) is placed in hex 52.157

101st Airborne Division, 502 PIR: H/3/502 (IP) is placed in hex 52.154

101st Airborne Division, 502 PIR: I/3/502; G/3/502, S(Mtr)/3/502 is placed in hex 53.152

101st Airborne Division, 502 PIR: Leader/502; D/2/502, E/2/502; F/2/502; S(Mtr)/2/502 are all placed in hex 67.151

Markers

Place the Best Road Bridge (not wired) marker on the map. The Bridge is currently contested.

The Allied player can build road blocks and deploy Rear-guard Units, up to the limit of the counter mix.

Command values

For the 101st Airborne Division, the Command Rating is 5 and the Dispatch Rating is 3. The Division starts with 9 Command Points and 2 Dispatch Points.

For the 59th Infantry Division, the Command Rating is 6 and the Dispatch Rating is 3. The Division starts with 3 Command Points and 0 Dispatch Points.

Events

Whenever either player rolls a “9” in any Opportunity or Direct Fire (but not Assault Fire), draw one Event from the Event Cup. Once drawn, it is placed to the side and may not be drawn again.

Lost – The German player may pick one Allied stack or unit. The chosen stack (or Unit) is moved by the German player in



any manner he wishes up to the Stack's full movement allowance and according to all normal movement and Opportunity Fire rules (Opportunity Fire would only take place if the lost Unit begins its movement by the German player in a German Fire Zone). As different units move differently and pay different costs, this movement continues until one unit in the stack runs out of Movement Points. However, this "lost movement" ends as soon as the lost stack enters a German Fire Zone. At the end of movement and after any Opportunity Fire is resolved, all Units that were lost are Suppressed.

Air Strike – 2 Typhoons may attack any German Unit in play. No modifiers apply to this attack.

Ammo – The German player may remove up to 5 cohesion hits that are currently on any of his Units.

Rout? – The Allied Player may choose any German Formation and roll a die. Should he roll a number LESS than the number of step losses that Formation has sustained, that Formation is routed and removed from the map. Any Independent Units within range of the affected Leader are also removed.

Farm Carts – The Allied player may take any three Units that have taken a step loss and flip them back to their full strength side.

Blown – The Best Bridge has been blown if it is currently German controlled and not contested. Place a destroyed bridge marker on the hex 52.158. If it is contested, ignore the Event and place the Event to the side. It may not occur again.

Reinforcements

Allied Reinforcements

September 18th

0900

101st Airborne, Independent: B/2 HHC; C/2/HHC are placed in hex 56.164

1300

101st Airborne Division, 502 PIR: C/326 Eng is placed in any hex of LZ W

101st Airborne Division, 327 GIR: A/1/401; B/1/401; C/1/401; S(Mtr)/1/401 are placed in any hex of LZ W

1700

101st Airborne Division, 327 GIR: D/2/327; E/2/327, F/2/327; S(Mtr)/2/327 are placed in any hex of LZ W

September 19th

0900

101st Airborne, Independent: B/15/19 KRH; C/15/19 KRH are placed in hex 66.156

1100

101st Airborne Division, Artillery: Leader/101 Artillery; 377 Para Fld Bn; 321 Gldr Fld Bn; 907 Gldr Fld Bn are placed in any hex of LZ W

1300

101st Airborne Division, Artillery: A/86 Medium is placed in any hex of LZ W

German Reinforcements

September 18th

0900

59 Infantry Division, KG Klemm: Leader/KG Klemm; 1./I/1034/59; 2./I/1034/59; 3./I/1034/59; Gr.W/I/1034/59; 5./II/1034/59; 6./II/1034/59; 7./II/1034/59; Gr.W/II/1034/59 are placed in hex 47.151

1100

59th Infantry Division, Artillery: I./159/59; III./159/59 are placed in the 59th Infantry Division Artillery Park

Chits

The following chits are placed in the mug and randomized:

101st Airborne Division Activation, 59th Infantry Division Activation, German Direct Command, Allied Direct Command.

The 502/PIR Formation Activation chit is not placed in the mug, as it will be the first chit in play for the first turn of the scenario.

All chits are used in the coffee mug. No chit is left at the end of the Activation Phase. Randomly choose a new chit at the start of the next Activation Phase.

PFC Joe Mann is available for use in this scenario.

Victory Conditions

If the German Player has any Units in hex 47.156 and hex 51.158 or the Best Bridge has been blown, the German Player has won the scenario. Any other result is an Allied win.

Special Scenario Rules

Hex 47.151 is treated as a reinforcement hex.

“Hell’s Highway”

0700 9/22/44 — Night 9/23/44

Advanced Scenario

The moment of truth for Hell's Highway came on September 22nd and 23rd. The Germans massed everything they could to attack the highway in several places hoping to overwhelm the Allied forces spread throughout the battlefield. They choose to attack Veghel and the road north of the town but they had plenty of other options.

The Germans hoped that a combined thrust from both the east and west would overwhelm the American defenders and cut the highway for a long enough period to allow the Allied forces farther to the north to be destroyed. The 107th Panzer Brigade planned a three pronged attack. The main drive was to hit north of Veghel and, after having cut the road there, to move to the south and destroy the numerous bridges in and around Veghel. The northernmost force succeeded in cutting the road and destroying numerous supply vehicles that were bumper to bumper on Hell's Highway.

The situation was so dire that a significant force from XXX Corps was detached from the important fighting in Arnhem to move south and secure the road. The road would be cut for almost all of the 22nd.



To the west, the German forces there were still disorganized from continual American spoiling attacks over the past 2 days and weren't able to march on the highway until early the next morning. Although stretched almost to the breaking point, the Paratroopers cleared the road to the north and fought off the attacks from the west.

The first turn is 0700, on September 22. Play begins with step 5 of the sequence of play, and there is no need to perform steps 1 or 3 throughout the game. The weather is clear for the duration of the scenario.

Set-up

This scenario uses all the maps except the Valkenswaard map. Place scenario boundary markers on hexes 80.105, 06.118, 43.152, 83.172. In this case, the draw a line directly from the left to the right and all areas in that hexrow and all areas below and above the two lines are in play for this scenario.

Allied (sets up first)

All Allied Units are in the Scenario 4 set on the countersheet. You'll need the Divisional Jeeps from the Campaign game countertermix. Units must be placed unmounted, not in IP and not in Column unless specifically noted.

Any Rearguards not specifically mentioned are available for use.

101st Airborne Division, 506 PIR: Leader/506; S(Mtr)/2/506 are placed in hex 90.114

101st Airborne Division, 506 PIR: Easy/2/506 (in IP) is placed in hex 91.116

101st Airborne Division, 506 PIR: Rearguard (in IP) is placed in hex 95.118

101st Airborne Division, Independent: A/2 HHC is placed in any hex within Command Range of Leader/506]

101st Airborne Division, 501 PIR: S(Mtr)/2/501 is placed in hex 77.127

101st Airborne Division, 501 PIR: D/2/501; E/2/501; F/2/501 are placed within 5 hexes of 77.127. Any Units may be placed in an IP

101st Airborne Division, Independent: B/81 AB AA/AT (mounted and in column) is placed in hex 67.136

101st Airborne Division, Independent: E/81 AB AA/AT (mounted and in column) is placed in hex 67.137

101st Airborne Division, Independent: D/81 AB AA/AT (mounted and in column) is placed in hex 66.137

101st Airborne Division, Independent: 165 Hvy AA, RA may be placed on any hex of Club Route

101st Airborne Division, 501 PIR: Rearguard is placed in 89.132. The Unit may be placed in an IP

101st Airborne Division, 501 PIR: Rearguard may be placed 58.116 . The Unit may be placed in an IP

101st Airborne Division, 501 PIR: Rearguard is placed in 83.136. The Unit may be placed in an IP

101st Airborne Division, 501 PIR: Leader/501, S(Mtr)/1/501 are placed in hex 56.125

101st Airborne Division, 501 PIR: A/1/501; B/1/501; C/1/501; G/3/501; H/3/501; I/3/501; S(Mtr)/3/501 are placed within 5 hexes of the Leader/501

101st Airborne Division, Independent: C/44 RTR; Recce/44 RTR; A/81 AB AA/AT are placed within 5 hexes of Leader/501

101st Airborne Division, 502 PIR: Leader/502 is placed in 61.141

101st Airborne Division, 502 PIR: A/1/502; B/1/502; C/1/502; S(Mtr)/1/502; D/2/502; E/2/502; F/2/502; S(Mtr)/2/502; G/3/502; H/3/502; I/3/502 S(Mtr)/3/502 are placed within 5 hexes of hex 61.141

101st Airborne Division, Independent: A/44 RTR is placed within 5 hexes of hex 61.141

101st Airborne Division, 502 PIR: Rearguard placed in 60.135, 53.138 and 41.142. Any Units may be placed in an IP

101st Airborne Division, Artillery: Leader/Artillery; 377 Para Fld; 321 Gldr Fld; 907 Gldr Fld may be placed within one hex of 58.142

101st Airborne Division, 327 GIR: Leader/327 is placed in hex 66.156

101st Airborne Division, 327 GIR: A/1/401; B/1/401; C/1/401; S(Mtr)/1/401; D/2/327; E/2/327; F/2/327; S(Mtr)/2/327; AT/327 are placed within 5 hexes of hex 66.156

101st Airborne Division, Independent: B/44 RTR (in Column) is placed in hex 66.150

101st Airborne Division, Independent: F/81 AB AA/AT (mounted and in Column) is placed in hex 66.158

All Divisional Jeeps are available for use but are not in play at the start of play. All Rearguards and Roadblocks not in play are available for use.

German

All German Units are in the Scenario 4 set on the countersheet. You'll need the Divisional Trucks from the Campaign game countertermix. Units must be placed unmounted, not in IP and not in Column unless specifically noted.

KG Walther, Pz-Brig. 107: KG Roestel; KG 3./Richter (piggybacked and in Column) are placed in hex 93.148

KG Walther, Pz-Brig. 107: 5./PG 2107 (mounted and in Column) is placed in hex 94.148

KG Walther, Pz-Brig. 107: 3./Pz. 2107; 2./KG Richter (Piggybacked and in Column) are placed in hex 94.135

KG Walther, Pz-Brig. 107: 2./PG. 2107 (Mounted and in Column) is placed in hex 94.136

KG Walther, Pz-Brig. 107: Leader/Pz.Brig. 107 is placed in hex 02.142

KG Walther, Pz-Brig. 107: 1./Pz. 2107; 2./Pz. 2107; 4./Pz. 2107; HQ/Pz.Brig. 107; 1./KG Richter; 1./PG. 2107; 3./PG. 2107; 4./PG. 2107; Gr.W./PG. 2107 are placed within



one hex of hex 02.142

KG Walther, Artillery: Leader/Artillery; 2./Krause (Mounted and in Column) are placed in hex 03.144

KG Walther, Artillery: 1./Krause (in Column) is placed in hex 03.145

KG Walther, Pz-Brig. 107: 1./KG Voss; 2./KG Voss; 3./KG Voss are placed within one hex of 98.120

KG Chill, Artillery: 9./III/185; 14./III/HG; 17SS/II/185; 10SS/11/185 are placed in the KG Chill Artillery Park

KG Chill, KG Huber: Leader/KG Huber; 2./559 PzJgr; 4./KG Huber (piggybacked, one-step side) are placed in hex 49.129. These Units must be placed in Column

Place the KG Chill Artillery Park in hex 45.124

All Divisional Trucks are available for use. Reinforcements may arrive already mounted on Divisional Trucks (if available).

Markers

Place the Veghel Bridge in hex 75.129. It is Allied controlled and not wired.

Events

Whenever either player rolls a "9" in any Opportunity or Direct Fire (but not Assault Fire), draw one Event from the Event Cup. Once drawn, it is placed to the side and may not be drawn again. If all Events have been played, just ignore any future applicable "9" rolls. For players that would prefer a less random game, the Luck Mitigation rule for Events is strongly encouraged.



German Reinf (1st one drawn):

KG Chill; KG Huber: Leader; KG Huber; 1./KG Huber; 2./KG Huber; 3./KG Huber; 5./KG Huber; 6./KG Huber; 7./KG Huber; 8./KG Huber; 9./KG Huber; Gr.W/KG Huber; 1./559

PzJgr; 2./559 PzJgr are placed on Reinforcement Hex C: 41.131

Add an additional 4 Command Points to the KG Chill track



German Reinf (2nd one drawn):

KG Chill, KG vd Heydte: 1./III/HG; 2./III/HG; 3./III/HG; 4./III/HG; Gr.W/III/HG; 1./KG Finzel; 2./KG Finzel; 3./KG Finzel; 4./KG Finzel; 1./2

FJ; 2./2 FJ; 3./2 FJ; Gr.W/1/H2 2FJ; are placed on Reinforcement hex D (hex 53.113)

KG Chill, KG vd Heydte: 15.Pionier; AA KG vdH; 1./I; 2./I; 3./I; 4./I; 9./III; 10./III; 11./III; 12./III; Flak/10; 14./Gr.W/IV; Pz.Jgr/IV; 2./III/185; 16./III/HG; 4./975 are placed on Reinforcement Hex D(51.115)

Leader/vd Heydte may be placed on either Reinforcement Hex.

Immediately add the KG vd Heydte Formation chit to the cup. It may be drawn for this turn. Add 5 Command Points and 1 Dispatch Point to the KG Chill Division Display.



Allied Reinf (1st one drawn):

101 Airborne Division, 506 PIR: A/1/506; B/1/506; C/1/506; S(Mtr)/1/506; D/2/506; F/2/506; G/3/506; H/3/506; I/ 3/506; S(Mtr)/3/506 are placed in hex 66.163

101 Airborne Division, Independent: C/81 AB AA/AT; C/15/19 KRH are placed in hex 66.163 Immediately add the 506 PIR Formation Activation chit to the cup. It may be drawn this turn.



Allied Reinf (2nd one drawn):

Guards Armored, Group Cold: place all Units of Group Cold on hex 94.112

101st Airborne, Artillery: A/64 Medium, RA; B/64 Medium, RA; C/64 Medium are placed on hex 94.112 immediately add the Guards Armored Division Activation and the Group Cold Formation Activation chit to the cup.

Guards Armored Division now has 8 Command Points and 2 Dispatch Points on it's Divisional Chart.

Air Strike – The Allied Player may attack with 4 Typhoon Air Attack markers. Just place the 4 markers on any applicable hex and conduct a 6 (white) Fire attack. These markers must all be placed before any attack is resolved, in a hex that can be seen by an Allied Unit. No Modifiers apply to this attack.

Rout? – The Allied Player may choose any German Formation and demand a Rout check. The German Player must roll a die and should his roll be LESS than the number of steps that have been lost in this scenario, the Formation has routed and is removed from the board. Any Independent Units within range of the Formations Leader will also be removed from play.

AA Gun – The Allied Player may fire on any German Unit that is within one hex of Club Route with a 3 (yellow) FP. No Modifiers apply to this attack.

Rations – Place on any Allied Formation in play. That Formation may not perform any Movement Action until 3 Dispatch Points are paid during the 101st or Guards Divisional Activation (as applicable to the Formation chosen).

Lost 82AB – The 82nd Company on the marker is placed with any 101st Airborne Leader and is now in play. It may not be placed in a Fire Zone.

Command Values

For the 101st Airborne Division the Command Rating is 7 and the Dispatch Rating is 3. The Division starts with 8 Command Points and 5 Dispatch Points.

For KG Walther the Command Rating is 8 and Dispatch Rating is 4. The Division starts with 12 Command Points and 4 Dispatch Points.

For KG Chill the Command Rating is 5 and the Dispatch Rating is 4. The Division starts with 4 Command Points and 1 Dispatch Points.



Reinforcements

Allied Reinforcements

All Allied Reinforcements arrive via Events.

German Reinforcements

All German Reinforcements arrive via Events.

Chits

The following chits are placed in the mug and randomized:

101st Division Activation, 101st Artillery Formation Activation, Allied Direct Command, KG Chill Divisional Activation, KG Walther Division Activation, KG Walther Artillery Activation, German Direct Command, 501 PIR Formation Activation 502 PIR Formation Activation.

The Pz-Brig.107 Formation Activation chit is not placed in the mug and is the first in play.

The last chit in the cup is not played and will become the first chit for the next turn.

Victory Conditions

Play continues until the last impulse has been played on the Night Turn of the 23rd. After that, the German Player checks his Victory Point total and Players determine the victor for the scenario.

The German Player gains Victory Points for the following:

For each Club Route Stop hex entered by any German Unit: 5 Victory Points

For each Club Route Attacked marker gained in play: 1 Victory Point

For each Club Route Closed marker gained in play: 2 Victory Points

For each OP entered by any German Unit: 3 Victory Points

If Club Route is Cut on at the 1900 turn of either day: 5 Victory Points

The German Player loses Victory Points for the following:

For each Guards Armored Command Point on the Guards Armored Divisional Chart: -1 Victory Points

For each Guards Armored Dispatch Point on the Guards Armored Divisional Chart: -2 Victory Points

For each game turn that no Club Route Closed markers have been scored by the German Player: -1 Victory Points

If there are no German Units with a Fire Zone on any hex of Club Route at the end of play (assume it is daylight, clear weather turn for this check): -10 Victory Points

For each Panther Step lost: -4 Victory Points

Add up the total and if it is over 30, the Germans are the winner. If 29 or fewer, the Allies are the winner.

Should the German Player enter either Veghel Bridge hex (75.129 or 74.129) throughout the scenario, the scenario immediately ends and the German is the Victor.

Scenario Special Rules

The Units that arrive with the German reinforcement event with the pale blue stripe (1./2 FJ; 2./2 FJ; 3./2 FJ; Gr.W/1/ H2 2FJ), if they are In Command by any German Leader, 2 Command Points may be spent for an Action instead of the typical 1 Command Point to activate a Unit.

Allied Units may not move within three hexes of the German Artillery Park

Weather

The weather is clear for both days.

Night effects

All US Airborne Units have both Assault values increased by one throughout both Night Turns.

Luck Mitigation Rule

If Players would prefer to have the Events happen in the actual historical order, do not draw an Events chit from the cup when an Event occurs. When an Event occurs, they occur in the following order:

1. Allied Reinf
2. German Reinf
3. AA Gun
4. Rout?
5. Lost 82AB
6. German Reinf
7. Air Strike
8. AA Gun
9. Allied Reinf
10. Rout?
11. Rations (Group Cold was the historical Formation affected)
12. Air Strike
13. AA Gun
14. Rout?

KG Chill effect

The effects of the addition of KG Chill has already been applied to the counter values.

Club Route

Club Route runs from 66.163 to 94.112, The Best Spur is not in play.



Campaign Game

Where Eagles Dare

1500 9/17/44 — Night 9/24/44

This is the grand campaign of the events that occurred south of the Maas River during Operation Market-Garden.

Set-up

The game is played with all five maps included in the game.

Play Scenario One (A Drive in the Country) to determine the status of the bridge in hex 55.202/56.201. If the Allied win the scenario, the Bridge is considered stable. If the Allies lose the scenario, it is automatically considered unstable. If Players wish to skip this, the Bridge is considered stable for the game (the historical result).

The first turn is 1500, on September 17. On the first day steps 1 and 3 of the sequence of play are ignored. For the remaining turns all the steps in the game are used in this scenario.

The weather is clear for September 17. It will be rolled for on the 0700 turn of the other days.



The Allied Player must plan out his artillery strikes. He gets 10 total strikes for the 1500, 1700 and 1900 turn. Just jot down the turn and hex you wish to strike. That's ten total, not ten per turn. You can place as many as you like in a hex.

The only catch is you must be able to see the hex with a XXX Corps Unit when the Strike occurs. If you can't see the hex, the strike doesn't occur and the marker is wasted. Treat as a normal indirect fire (orange) and perform a Troop Quality Check (and you can pay a Command Point to guarantee passing the check) for possible Company Bonus. No negative modifiers apply to this attack.

On the first turn of the Game, perform Artillery Strikes after all units have been set up but before any chits have been drawn. After the first turn, perform Artillery Strikes as the first thing you do when you draw the Guards Division Activation Marker.

The Allied Player may now chose if he wishes the Group Hot Formation chit or the 231st Brigade to be the first Activation of the game. The one not chosen is placed in the cup.

Place the German flak Units randomly face down in the following hexes:

Eindhoven Regional Command: 02.107, 91.115, 75.129, 61.119, 72.126, 57.126, 62.139, 61.141, 67.157, 63.169, 64.118, 77.127

KG Walther: 51.230, 62.186, 52.210, 58.212, 60.199, 56.189, 63.186
59th Division: 39.140, 49.154, 47.155, 47.157, 49.159, 50.150, 52.157
 Place the following named flak Units on the map: 59th Division, Independent: s.Flak Abt 424 (hex 51.159)

KG Walther, Independent: s.Flak Abt 647 (hex 64.183), Flak Koepfel (hex 65.179)

Eindhoven Regional Command, Independent: 1./Flak koepfel (hex 62.170), 2./Flak koepfel (hex 64.172), 3./Flak

koepfel (hex 61.178), s.Flak Abt 424 (hex 65.156)

German (sets up first)

Eindhoven Regional Command, Independent: randomly place the 6 Garrison units in hexes 90.115, 58.116, 77.127, 61.141, 62.173, 63.176. Flip them to their known side as soon as they have been placed. Place Pz-Ers (hex 67.151), PzErs (this Unit is treated as an immobile Unit) (hex 60.142) I./I./E.u.A. Rgt HG and II./I./E.u.A. Rgt HG (hex 67.160); Ers Pio/1 (hex 77.126); Ers Pio/2 (hex 57.167); 3./559 PzJgr (hex 56.189); Fleiger Rgt 93 (hex 60.141).

KG Walther, KG von Hoffman: Gr.W./II/Kerutt (placed in hex 38.225); 6./II./Kerutt (placed in hex 39.227); 5./II./Kerutt (placed in hex 40.226); 7./II./Kerutt (placed in hex 40.225); 1./Bew z.b. V 6 (placed in hex 42.223); 3./Bew z.b. V 6 (placed in hex 41.224); 2./Bew z.b. V 6 (placed in hex 43.223); 4./Bew z.b. V 6 (placed in hex 44.222); 1./I./Kerutt and 2./I./Kerutt (placed in hex 45.223); 3./I./Kerutt (placed in hex 46.223); Gr.W./I/KG Kerutt (placed in hex 47.222), Leader KG Hoffman may be placed with any Unit above. All non-mortar Units are in IP.

KG Walther, KG Heinke: 3./KG Segler (placed in hex 46.224); 1./KG Segler (placed in hex 46.225); 2./KG Segler (placed in hex 46.226); 2./KG Richter (placed in hex 46.227); 3./KG Richter (placed in hex 46.228); 1./KG Richter (placed in hex 46.229); Leader KG Heinke may be placed with any Unit above. All Units are in IP.

KG Walther, KG von Hoffman: 14.Pz.Jr (placed in any Potential Club Route hex within 10 hexes of the Frontline)

KG Walther, Independent: KG Roestel (placed in hex 59.199)

KG Walther, Artillery: Leader KG Walther Art; I./Krause, 2./Krause (placed in hex 60.198)

Allied

Guards Armored, Group Hot: 1/2 IrishGds (with 1/3 IrishGds piggybacked) (placed in hex 45.224); 2/2 IrishGds (with 2/3 IrishGds piggybacked) (placed in hex 44.224); 3/2 IrishGds (with 3/3 IrishGds piggybacked) (placed in hex 44.225); Recce/2 IG (with 4/3 IrishGds piggybacked) (placed in hex 43.226); S(Mtr)/3 IG (placed in hex 43.227); S(AT)/3 IG (placed in hex 43.228). Leader may be placed with any of the above. All Units are in column

Guards Armored, Independent: B/2 HHC (placed in hex 42.229); C/2 HHC (placed in hex 42.228)

43 Infantry Division, 231st Brigade: All Units (placed anywhere behind the Frontline but north of the Meuse-Escaut Canal).

XXX Corps Club Route Marker is placed in hex 42.229

After the Allies have set their XXX Corps Units up, perform any plotted Artillery Strikes for the 1500 turn.

The Allied Player may also attack with 6 Typhoon counters on any German Unit on the map. No Modifiers apply for this attack. He must place them all before he rolls for any results.

The Allied Player may also attack with 8 Typhoon counters



on any German Unit within 10 hexes of a XXX Corps Unit. No Modifiers apply for this attack. He must place them all before he rolls for any results.

After all the Typhoon strikes have been completed, move to the Allied Air Drop placement.

All Allied Units from the 101st Airborne Division are set-up as follows with each stick in its own hex:

Drop One

Stick One (arrives via Glider- DELAY): 101 Recon (LZ W) (**Independent**)

Stick Two (arrives via Parachute): A/1/501; B/1/501; C/1/501; S(Mtr)/1/501 (DZ A1 or DZ A2) (**501 PIR**) - see below

Stick Three (arrives via Parachute): Leader/501; D/2/501; E/2/501; F/2/501; S(Mtr)/2/501 (DZ A) (**501 PIR**)

Stick Four (arrives via Parachute): G/3/501; H/3/501; I/3/501; S(Mtr)/3/501 (DZ A) (**501 PIR**)

Stick Five (arrives via Parachute): A/1/502; B/1/502; C/1/502; S(Mtr)/1/502 (DZ C) (**502 PIR**)

Stick Six (arrives via Parachute): D/2/502; E/2/502; F/2/502; S(Mtr)/2/502 (DZ C) (**502 PIR**)

Stick Seven (arrives via Parachute): Leader/502; G/3/502; H/3/502; I/3/502; S(Mtr)/3/502 (DZ C) (**502 PIR**)

Stick Eight (arrives via Parachute): Leader/506; A/1/506; B/1/506; C/1/506; S(Mtr)/1/506 (DZ B) (**506 PIR**)

Stick Nine (arrives via Parachute): D/2/506; E/2/506; F/2/506; S(Mtr)/2/506 (DZ B) (**506 PIR**)

Stick Ten (arrives via Parachute): G/3/506; H/3/506; I/3/506; S(Mtr)/3/506 (DZ B) (**506 PIR**)

Stick Eleven: C/326 Eng (DZ B) (**Independent**)

Roll a die to determine if Stick Two arrives at DZ A1 or A2. Even roll - A1; odd roll - A2. Historically, they landed at A2.

Resolve Airdrops

The Allied player rolls to resolve the airdrops. Use the Airdrop/Glider Landing Table.

Each time a stack is activated it can attempt to remove any remaining markers. All markers must be removed before the Unit can perform any other Action.

Markers

All the bridge markers are put in play on their unwired side except for Son Bridge. All bridges except Joe's Bridge start the game under German control. Joes Bridge starts Allied controlled, and not wired.

In this scenario both players may build as many improved positions and entrenchments as the counter mix allows. The both players can build road blocks and the Allied player can deploy Rearguards, up to the limit of the counter mix.

Place the XII Corps and the VIII Corps markers on the off-map display The German player places his Eindhoven Air Raid Markers on the Game Turn Track.

Command Values

For the 101st Airborne Division, the Command Rating is 7 and the Dispatch Rating is 3. The Division starts with 4 Command Points and 0 Dispatch Points.

For the Guard Armored Division, the Command Rating is 4 and the Dispatch Rating is 1. The Division starts with 12 Command Points and 3 Dispatch Points.

For the Eindhoven Regional Command, the Command Rating is 4 and the Dispatch Rating is 1. The Division starts with 6 Command Points and 0 Dispatch Points.

For the Kampfgruppe Walther, the Command Rating is 3 and the Dispatch Rating is 0. The Division starts with 5 Command Points and 0 Dispatch Points.

For 59th Infantry Division, the Command Rating is 6 and the Dispatch Rating is 3. The Division starts with 8 Command Points and 0 Dispatch Points.

These values may change over time as detailed on the Divisional Charts.

Chits

The following chits are placed in the mug and randomized:

101st Division Activation, Group Hot Formation or 231st Brigade, Allied Direct Command, Eindhoven Regional Command Activation, German Direct Command, 501 PIR Formation Activation, and 59th Infantry Division Activation.

The 231st Brigade Formation chit or the Group Hot Formation is not placed in the mug and is the first in play. The one not chosen is placed in the cup.

The last chit in the cup is not played and will automatically become the first activation for the following turn.

Allied Reinforcements

Allied Airborne Reinforcements

Drop Two (Day+1)

101st Airborne Division:

(3 Divisional Jeeps are now available)

Stick One (arrives via Glider): Leader/327; A/1/401; B/1/401; C/1/401; S(Mtr)/1/401 (LZ W) (**327 GIR**)

Stick Two (arrives via Glider): D/2/327; E/2/327; F/2/327; S(Mtr)/2/327 (LZ W) (**327 GIR**)

Stick Three (arrives via Glider - DELAY): AT/327 (LZ W) (**327 GIR**)

Stick Four (arrives via Glider - DELAY): A/326 Eng (LZ W) (**Independent**)

Stick Five (arrives via Glider - DELAY): B/326 Eng (LZ W) (**Independent**)

Stick Six (arrives via Glider - DELAY): C/326 Eng (LZ W) (**Independent**)



Drop Three (Day+2)

101st Airborne Division:

(3 Divisional Jeeps are now available)

Stick One (arrives via Glider - 2 DELAY): 321 Gldr Fld (LZ W) (**Artillery**)

Stick Two (arrives via Parachute - DELAY): Leader/101 Artillery; 377 Para Fld (DZ C) (**Artillery**)

Stick Three (arrives via Glider - 2 DELAY): 907 Gldr Fld (LZ W) (**Artillery**)

Stick Four (arrives via Glider - DELAY): A/81 AB AA/AT (LZ W) (**Independent**)

Stick Five (arrives via Glider - DELAY): B/81 AB AA/AT (LZ W) (**Independent**)

Stick Six (arrives via Glider - DELAY): C/81 AB AA/AT (LZ W) (**Independent**)

Stick Seven (arrives via Glider - DELAY): D/81 AB AA/AT (LZ W) (**Independent**)

Stick Eight (arrives via Glider - DELAY): E/81 AB AA/AT (LZ W) (**Independent**)

Stick Nine (arrives via Glider - DELAY): F/81 AB AA/AT (LZ W) (**Independent**)

Stick Ten (arrives via Glider): A/1/327; B/1/327; C/1/327; S(Mtr)/1/327 (LZ W) (**327 GIR**)

For the 101st Airborne Division, the Historical Supply DZ is LZ W.

Conditional Reinforcements

101st Airborne Division:

Independent: place 3 Glider Pilots on hex 66.156 and 2 Glider Pilots on 66.157 on the 3pm turn of any day after 9/17 (the first day of the game) in which there was a drop. They are removed from play at the conclusion of the next Night turn. Just pick them up where ever they are.

Independent: A/15/19 KRH; B/15/19/ KRH; C/15/19 KRH; Recce/15/19 KRH (arrives via the Club Route release rule and are placed in hex 66.157 when they are released regardless of the Club Route marker's actual position in the game).

Independent: A/44 RTR; B/44 RTR; C/44 RTR; Recce/44 RTR (arrives via the Club Route release rule and are placed in hex 66.157 when they are released regardless of the Club Route marker's actual position in the game).

101 Sea Tail: when released via the Club Route release rule, up to 6 steps of combat losses may be returned to the game. If replacing an eliminated Unit for 2 Steps, just place the Unit with it's Leader. Losses may be replaced only if not in an enemy Fire Zone. In addition, all Supply Drop Zone rules are no longer in force and this Division is always in supply.

XXX Corps Reinforcements Illustration

The XXX Corps Formation Reinforcement Markers are placed on the Guards Armored Division player aid chart as shown below.





Allied XXX Corps Reinforcements

All XXX Corps reinforcements arrive via the Club Route release rule. Group Hot and Guards Independent Units that are not placed on the map are released when the respective Formation is released. The current position of the Club Route marker is the Reinforcement Hex for placement (except for Auto release Units - they arrive on specific hexes as long as the Club Route marker has advanced to that marker or beyond). If the Club Route marker is off the map, no actual Units enter the game but track the released Formations for Victory Points.

Remember, you don't roll for Formation release on the September 17th Turn.

German Reinforcements:

September 17

1500

59th Infantry Division, Independent: 1./Erz 59; 2./Erz 59; 1./Pio 159 (placed in Entry Hex 37.136)

59th Infantry Division, KG Dewitz: Leader KG Dewitz; 1./II/1036/59; 2./II/1036/59; 3./II/1036/59 (placed in Entry Hex 37.136)

1700

59th Infantry Division, Independent: 3./Erz 59; 1./PJ 159; 2./PJ 159; 2./Pio 159 (placed in Entry Hex 37.136)

59th Infantry Division, KG Dewitz: GrW/II/1036/59; 5./II/1036/59; 6./II/1036/59; 7./II/1036/59; GrW/II/1036/59 (placed in Entry Hex 37.136)

1900

59th Infantry Division, Artillery: Leader "?"; II./159/59 (placed in any entry hex of Entry Area A or B)

Night

determine which Formation commands the KG Huber (see rule S5.5).

September 18

0700

59th Infantry Division, Artillery: I./159/59; III./159/59 (placed in any entry hex of Entry Area A or B)

59 Infantry Division, KG Klemm: all Units (placed in any entry hex of Entry Area A or B)

59 Infantry Division, KG Huber: all Units (placed together in any entry hex in Entry Area A or B - and rule S5.5)

Eindhoven Regional Command, KG Jungwirth: Leader Jungwirth; 1./KG Ewald; 2./KG Ewald; 3./KG Ewald; Gr.W./KG Ewald (placed together in any entry hex in Entry Area C or D)

1100

Eindhoven Regional Command, KG Jungwirth: 1./KG Rink; 2./KG Rink; 3./KG Rink (placed together in any entry hex in Entry Area C or D - but not in the same entry area as the other KG Chill Units entering)

September 19

0700

Eindhoven Regional Command, Artillery: Leader "?"; 14./III/HG (placed in any entry hex in Entry Area C or D)

1300

KG Walther, Pz-Brig 107: Leader Pz-Brig. 107; 1./Pz.2107; 4./Pz.2107; 1./I./FJ-Rgt 21; 2./I./FJ-Rgt 21; 3./I./FJ-Rgt 21; 1./PG. 2107 (placed together in any entry hex in Entry Area A, B or C)

KG Walther, Independent: 1./1 Pionier; 2./1 Pionier (placed together with KG Walther, Pz-Brig 107 in either Entry Area A, B or C)

September 20

0700

Replace the Eindhoven Regional Command Divisional Display with the Kampfgruppe Chill Divisional Display.

KG Chill, Artillery: 9./III/185 (placed in any entry hex in Entry Area C or D)

KG Chill, KG Jungwirth: 1./KG Tuckstein; 2./KG Tuckstein; 3./KG Tuckstein; Gr.W./KG Tuckstein (placed together in any entry hex in Entry Area C or D)

1300

KG Walther, Pz-Brig 107: 2./Pz. 2107; HQ/Pz-Brig.107; 2./PG. 2107 (placed together in any entry hex in Entry Area A, B or C)

September 21

1700

KG Chill, KG v.d. Heydte: Leader v.d. Heydte; AA KG vdH; 15.Pionier; 1./I; 2./I; 3./I; 4./I; 9./III; 10./III; 11./III; 12./III; 13. PzJrg/IV; 14. Gr.W./IV; Flak/IV (placed in the off map area adjacent to the XII Corps Marker)

KG Walther, KG Hoffman: 1./KG Stephan; 2./KG Stephan; 3./KG Stephan; Gr.W./KG Stephan (placed together in any off map area)

KG Walther, KG Heinke: Aukf./KG Hnke; PaK/KG Hnke; 1./I./Rgt.16; 2./I./Rgt 16; 3./I./Rgt.16 (placed together in any off map area)

KG Walther, Artillery: 1./Art-Ers; 2./Art-Ers; 3./Art-Ers (placed in any entry hex in Entry Area C or D)

Night

KG Chill, KG Huber: all Units (placed together in any entry hex in Entry Area C or D - see rule S5.5)

September 22

0700

KG Chill, KG v.d. Heydte: 1./KG Finzel; 2./KG Finzel; 3./KG Finzel; 4./KG Finzel (placed on or adjacent to the hex or the off-map area that Leader v.d. Heydte currently occupies)



KG Chill, Artillery: 17SS/II/185; 18SS/II/185 (placed in any entry hex in Entry Area C or D)

KG Walther, Pz-Brig. 107: 3./Pz 2107; Pz.Pio.107; Gr.W./PG. 2107; 3./PG 2107; 4./PG 2107; 5./PG 2107 (placed together in any entry hex in Entry Area B, C or D)

0900

KG Chill, KG Jungwirth: 1./I/2 FJ; 2./I/2 FJ; 3./I/2 FJ; Gr.W./H2 FJ (placed together in any entry hex in Entry Area C or D)

KG Chill, Independent: 1./559 PzJgr; 2./559 PzJgr; 4./975; 2./III/185; 16./III/HG; Ers Pio/3 (placed with arriving Units of KG Jungwirth)

September 23

0700

KG Chill, KG Jungwirth: 1./KG Zeditz; 2./KG Zeditz; 3./KG Zeditz; Gr.W./KG Zeditz (placed together in any entry hex of Area C or D)

KG Chill, KG v.d. Heydte: 1./III/HG; 2./III HG; 3./III/HG; 4./III/HG; Gr.W./III/HG (placed on or adjacent to the hex, or the off-map area, that Leader von Hoffman currently occupies)

September 24

0900

KG Chill, KG Jungwirth: 1./KG Bloch; 2./KG Bloch; 3./KG Bloch; Gr.W./KG Bloch (placed together in any entry hex of Area C or D)

KG Walther, KG Erdmann: All units (placed together in any entry hex in Entry Area C or D)

Special Rules:

All Special Rules are in effect. Additionally:

S7.1.0 German movement and attack restrictions

No German Unit may ever move south of the Frontline marked on the map. No German Artillery may barrage any hex south of the Frontline marked on the map.

S7.2.0 XXX Corps Units exit from the *Where Eagles Dare* map

When the Club Route marker exits the map to the north, the Guards Division Activation remains in play as long as there are any Guards Units still on the map. No other Formation Chits may be purchased. Guards Armored Units exit the map by entering hex 14.89 and immediately take them off the map. Once the last Guards Unit has exited, remove the Guards Division Activation from play and remove any accumulated Dispatch and Command Points. Note the values of each for Victory Points.

S7.3.0 Emergency request for XXX Corps reinforcements

On the Reinforcement Phase of 0700 turn of the 22nd of September or after, the Allied Player may call for rein-

forcements from Guards Armored Division. After he does this, roll a die - in that many turns (if a 0 is rolled, they enter this turn, 1 the next turn and so on). All of the Group Cold Units are placed on hex 14.89 during the Reinforcement Phase on the rolled for turn. This roll is kept secret from the German Player.

During that Reinforcement Phase, the Guards Division Display is back in play, add 10 Command Points and 2 Dispatch Points to the Guards Display and the Guards Division Activation is added to the cup. Once they have entered, they can never leave the *Where Eagles Dare* map and the Guards Division will stay in play for the remainder of the game. Any Guards Units that move off of Club Route are not counted for Victory in this case.

S7.4.0 Voluntary German Rout

Any German Unit with a Movement Allowance (on either side of the counter) may voluntarily rout. Just pick the Unit up and place it to the side. It will go in an applicable Off-Map space on the 0700 turn of the next day. If you Voluntarily Rout on the 1700, 1900 or Night turn, the Unit will reappear on Off-Map display two 0700 turns later (two days later - not one).

Victory Conditions

Victory in *Where Eagles Dare* is determined by accumulating Victory Points throughout play. At the end of any game day (the conclusion of the Night Turn) after the first day, players can stop and determine the victor for the game or they may play on. The end of day breaks are there only to mark your progress in the game or to determine victory should you decide to stop at that point.

At the conclusion of the Night Turn of the 24th, the game is ended and victory is determined.

The Allied Player gains Victory Points by:

Advancing the Club Route Marker off the map:

on the 9/18 turn: 30 Victory Points

on the 9/19 turn: 20 Victory Points

on the 9/20 turn: 10 Victory Points

on the 9/21 turn: 0 Victory Points

If the Club Route Marker is still on the *Where Eagles Dare* map after the 9/21 turn, the Germans win an immediate victory.

Each non-Auto Formation released (not including Sea Tails that missed their hex): 5 Victory Points

Each 1900 turn that the status of Club Route is not cut: 8 Victory Points

Each Command Point on the Guards Division Display when the the last Guards Unit exits the map: 3 Victory Points

Each Dispatch Point on the Guards Division Display when the last Guards Unit exits the map: 4 Victory Points



The German Player gains Victory Points by:

For each step of Guards Armored Division that is currently not on Club Route or a Potential Club Route hex when the Guards Division Activation is picked from the cup (not including any HHC Units or any Units of the 231st Brigade - or any Units that have come on by the emergency reinforcement call): 1 Victory Point.

For each step of Guards Armored Division that is currently anywhere on the *Where Eagles Dare* map when the Guards Armored Division Activation is picked from the cup after the Club Route Marker has advanced off the map (except when emergency reinforcements have been called): 1 Victory Point.

For each 1900 turn the status of Club Route is cut: 10 Victory Points. For each Club Route Attacked Marker: 1 Victory Point. For each Club Route Closed Marker: 2 Victory Points. If the Allied Player has called for emergency reinforcements: 10 Victory Points.

Subtract the German total from the Allied total for a Victory Point number and consult the table below. If neither side achieves their total, the game ends in a draw.

Night, September 18: 71 Points or more, the Allies win. -11 or less, the Germans win

Night, September 19: 61 Points or more, the Allies win. -8 or less, the Germans win.

Night, September 20: 51 Points or more, the Allies win. 15 or less, the Germans win.

Night, September 21: 51 Points or more, the Allies win. 25 or less, the Germans win.

Night September 22: 51 Points or more, the Allies win. 30 or less, the Germans win.

Night September 23: 51 Points or more, the Allies win. 45 or less, the Germans win.

Night September 24: 51 Points or more, the Allies win. 50 or less, the Germans win.

Operation Market-Garden

The Devil's Cauldron

&

Where Eagles Dare

1500 9/17/44 — Night 9/24/44

The following is the combined *Where Eagles Dare* and *The Devil's Cauldron* game.

Set-up

The game is played on all 9 maps and all map extensions.

Play the "Drive in the Country" introductory scenario and if the Allies win the scenario, the bridge in hex 55.202 is considered stable. If the Allies lose it, the bridge is considered unstable.

The first turn is 1500, on September 17. On the first day

steps 1 and 3 of the sequence of play are ignored. For the remaining turns all the steps in the game are used in this scenario.

The weather is clear for September 17. It will be rolled for on the 0700 turn of the other days.

The cup contents are the added total contents from both games. All values remain the same as in each game. Additionally, add the 43rd Infantry Division Activation to the cup. Also add 4 Command Points and 0 Dispatch Points to the 43rd Division Division Display. Subtract 3 Command Points from the Guards Armored Divisional Display to account for the addition of the 43rd Infantry Division Command Points.

The 1st Para Formation is not placed in the cup and is the first activation for the turn. Additionally, after the 231st or Group Hot has been chosen per the *Where Eagles Dare* chit selection rule, it too isn't placed in the cup and will be the second activation of the turn. Players wanting a bit more wide open game can disregard this and place the 231st and Group Hot in the cup and see what happens. However, 1st Para is always the first chit in play.

The last chit in the cup is not played and will be the first chit in play for the next turn. Follow the entire set-up for *The Devil's Cauldron* and then for *Where Eagles Dare*.



Place Club Route Markers on the following hexes: 13.87, 36.86, 34.82, 30.76, 28.70, 28.71, 41.64, 38.63, 38.43, 49.30, 38.31, 47.29. These are treated just as if they were printed on the map (as they are in *Where*

Eagles Dare).

Special Rules

All special rules from *Where Eagles Dare* and all the special rules from *The Devil's Cauldron* still apply to those games unless specifically mentioned and altered in the following section.

MG 1.0 Events

The placed Events for *The Devil's Cauldron* are still placed per the setup but the Events rule from *Where Eagles Dare* is also added. There are new Event chits included for use in *The Devil's Cauldron* and they work the same way with the following exceptions:

MG 1.1 The Germans now have an "Air Strike" counter. When this is drawn, the German Player may place three Air Strike markers on any Allied Units. More than one may be placed on a unit and all Air Strike markers must be placed before any are resolved. These attack with a strength of 3 (red) Fire Power. If it is currently Night or the Weather is currently Fog, treat as a no Event. No modifiers apply to this attack.

MG 1.2 The Allies now have an Ambush Event. When this is drawn, the Allied Player may attack any German Unit within 3 hexes of any Allied Unit. This attack is performed as a 6 (white) Fire Power attack. Terrain modifiers do apply to this attack.

MG 1.3 Rout:

Rout: When this Event is picked, the enemy player picks



a Formation and declares that formation has routed. This Formation must have at least one Unit in an Enemy Fire Zone and at least one Step Lost must be lost from the entire formation to be chosen. He may choose either a friendly or an enemy formation. All units belonging to that Formation are considered routed. Consult the table below to determine what action to take. Any Independent Units that are stacked with the affected Formation are treated as Units of that Formation for this rule. Additionally, if a Unit must retreat by the rules below but cannot (i.e., it is in an enemy Fire Zone and can move one hex to a hex that isn't in an enemy Fire Zone), it is eliminated (a gun with no movement or * movement for example).

If a 1st Airborne Division, 82nd Airborne Division, Guards Armored Division, 43rd Infantry Division, Hohenstaufen Division or Frundsberg Division is routed:

If the Friendly Unit is not in an enemy Fire Zone, it is not moved and does nothing and nothing is placed on it. All affected units that are in an enemy Fire Zone must move one hex so that they are not in a Fire Zone. The enemy may not Opportunity Fire at the Units during this one hex move. If a Unit cannot leave a Fire Zone by moving one hex, the unit must stay in the hex it currently occupies. Place an "Entrenched" marker on it. The enemy may not Opportunity Fire on this unit when the marker is placed. Play continues normally after this is performed and the Rout Event is placed back in the Event Cup.

If any German Formation that isn't part of any of the above is routed:

Count up the current number of Step Losses that Formation has currently lost and roll a die. Should this modified roll be less than the current number of Step Losses, that Formation routs as listed below. The German Player may spend up to two Dispatch Points to add either one or two to his Die Roll number for each Dispatch Point spent.

All German units that are routed are moved one hex so that they are not in an enemy Fire Zone. All of these units (including any losses but remove any Cohesion or Suppression markers) are then taken off the map and placed on their Divisional Chart. These units may reenter play in any applicable off map Reinforcement Hex of the owning player's choosing on the following 0700 turn. Note that if a unit routs on the 1700, 1900 or Night turn, it will be the following two days (the second 0700 turn to come) before it may return to play. Any German Units remaining of the routed Formation on the map (those that couldn't retreat one hex and not be in an enemy Fire Zone) are now eliminated permanently from the game.

After the effects of the Rout have been completed, return the Rout Chit to the Event Cup.

1.4 Reinforcements

If the "Reinf" random event is drawn in the TDC half of the combined game, either an 82AB formation can be selected (and up to 2 steps of "Lost 82AB" arrive") or a 1st AB formation can be selected (and up to 2 steps of "Lost 1AB" can arrive).

MG 2.0 Club Route

MG 2.1 The Club Route rule from *Where Eagles Dare* is now in full force in *The Devil's Cauldron*. Ignore all Club Route movement restrictions and reinforcement arrival times in *The Devil's Cauldron*. The Guards Armored Division enters play as per the Club Route Release rule and The 43rd Infantry Division may now enter play on *The Devil's Cauldron* map (although still may never enter play on the *Where Eagles Dare* map - except for the 231st Infantry Brigade) using the Club Route entry procedure. No 43rd Infantry Formation may enter play until the Club Route marker is on *The Devil's Cauldron* map. Note that in *The Devil's Cauldron*, there are far more spurs and potential directions Club Route may go. Once the Allied Player has determined Club Route's current path, he may not change it later and all possible Club Route paths that have been bypassed are now disregarded.

MG 2.2 The 82nd Division and the 1st Airborne Division Sea Tail:

MG 2.2.1 When these are successfully entered into play, check the current location of the XXX Corps Marker. If it is in Hex 41.64 or 38.63 or farther north, the 82nd Airborne Division Sea Tail enters play. If it is in Hex 49.30, 47.29 or 38.21 or farther north, the 1st Airborne Sea Tail enters play. Should these conditions not exist when the Sea Tail is released, it is disregarded and move to the next Formation to enter play. Unlike other Formations in which no other formations may be released until the conditions apply, you may release them and put them to the side, and then move to the next Formation. It may never enter play in the game if the Allied player can't meet the conditions for entry but he may move to the next Formation and attempt to release additional forces.

MG 2.2.2 If successfully released, up to 6 steps of combat losses for the applicable Formation may be returned to the game. If replacing an eliminated Unit for 2 Steps, just place the Unit with its Leader. Losses may be replaced only if not in an enemy Fire Zone. In addition, the respective Airborne Division is now always in supply and the Supply Drop zone rule no longer applies.

MG 2.3 The 231st Brigade and the 43rd Infantry Division:

The 43rd Infantry Division still gets the automatic -4 modifier for all release rolls from Club Route. They may pay additional Dispatch Points to get an additional benefit as well. The 43rd Infantry Division Display is set up at the start of play. Until the First 43rd Infantry Division Formation enters the game, the 43rd has a Command Rating of 3 and a Dispatch Rating of 0. After the first 43rd Formation enters the game, revert to the stated values in *The Devil's Cauldron* for value.

MG 2.3.1 The 43rd now pays for all 231st Brigade Command and Dispatch costs and it is treated as a 43rd Infantry Formation. It still may not move above the 231st Brigade line drawn on the map.



MG 2.4 The Royal Dragoons and the Sherwood Foresters when released are placed on hex 14.86 as long as the Club Route Marker has reached 14.86 or beyond. If it hasn't, no Formations are released until the Club Route marker has reached 14.86.

MG 2.5 For players of just *The Devil's Cauldron* that would like to use the new Club Route rule, the Club Route Marker may advance onto the map on the 1900 turn of September 19th. Groups Hot, Cold and Guards Ind. have been released. All four Units of HHC enters the game at the XXX Corps Reinforcement Hex on the 1100 turn of September 19th. Group Cold enters at the XXX Corps Reinforcement Hex on the 1300 turn of September 19th. Group Hot enters at the XXX Corps Reinforcement Hex on the 1500 turn of September 19th. The remainder of XXX Corps enters via the Club Route release rule.

MG 3.0 Household Cavalry

S5.17 now completely applies to the Household Cavalry. A/2 HHC, B/2 HHC, C/2 HHC and D/HHC are always considered in Command regardless of the proximity of a leader for both games. S5.18 no longer applies.

MG 4.0 German Air Strikes

German Airpower (S4.3) is now covered through the Random Events rule and should be disregarded.

MG 5.0 Rout

Rout (S4.4) is now covered through the Random Events and this rule should be disregarded. It is still used in the scenarios.

MG 6.0 Guards Armored

Disregard Special Rule S7.2.0. The German Player still receives Victory Points for lingering Guards Division Units but play continues normally for the Guards Division after the Club Route Marker is on *The Devil's Cauldron* map. The Division Display is not removed from the game and all Command and Dispatch Points remain with the Display. Note the values when the last Guards Unit leaves the *Where Eagles Dare* map and count those as Victory Points for the *Where Eagles Dare* game. Use the *The Devil's Cauldron* Guards Divisional Display Command and Dispatch values for the game.

MG 7.0 Heroes

There are several Heroes that are now available for use in *The Devil's Cauldron*. These are one use markers and must be used with their respective Formations. The Allied Player just declares that he is using a Hero and the effect is immediately performed. You may play after any die or dice roll. After use, put the Hero to the side and it may not be used again.

PVT John Towle

When played, immediately reduce any enemy armored unit (has a black box around its Defense Strength) by one step. The enemy armored unit must be adjacent to

a 504 PIR Infantry Unit.

LSgt Baskeyfield

When played, immediately reduce any enemy armored unit (has a black box around its Defense Strength) by one step. If there is an enemy Step remaining, it is immediately Suppressed. The enemy armored unit must be in a Fire Zone of one of the S(AT) Units of the 1st Air Landing Brigade.

Major Robert Cain

When played, any just completed enemy fire combat (either opportunity, direct or assault) against a 2nd South Staffordshire Unit is immediately converted to a no effect (miss). Also, remove any Cohesion Hits and/or Suppressions that are in the hex that was just fired upon.

Cpt John Grayburn

When played, any just completed enemy fire combat (either opportunity, direct or assault) against a 1st Parachute Brigade Unit is immediately converted to a no effect (miss). Also, remove any Cohesion Hits and/or Suppressions that are in the hex that was just fired upon.

Cpt Lionel Queripel

When played, the Allied Player may immediately convert any failed Troop Quality check to a pass. You are allowed to know it has failed before you decide if you wish to use Queripel.

MG 8.0 Additional Deployment Restrictions:

No Unit of the 101st Airborne Division may enter *The Devil's Cauldron* map

No Unit of the 43rd Infantry, 82nd Airborne or 1st Airborne may enter the *Where Eagles Dare* map (regardless of Restriction Level of play chosen).

No German Unit from *Where Eagles Dare* may enter *The Devil's Cauldron* map or vice versa.

The Emergency Reinforcement Call rule in *Where Eagles Dare* now is actually performed. You may move Group Cold off the map and onto the *Where Eagles Dare* map on the 0700 turn of September 21 or later. This is now performed by choice and not by rule as in *The Devil's Cauldron*.

Piggyback rule is now available to all in the game.

MG 9.0 Counter Limits

The counter limits for the combined game are 3 Lost 82AB for the WED half of the game, and 2 Lost 82AB and 1AB (each) for the TDC half of the game.

MG 10.0 Errata

There are some counter errata replacements included in the game. Just swap out the misprinted counter for the new one and use it. For D/10/4, this Unit replaces C/10/4 completely. Just swap company D and all mention of company C now applies to company D.



MG 11.0 Victory Conditions

There were only two playtests of the combined version so I'm going to go with this for the Victory Conditions. I would like to combine the two games but need more data to do that. I hope that this section can evolve and become that with post-publication play. Let me know what happens and I'll start compiling data so that eventually, we have a more comprehensive way of tabulating victory. Until then, anyone that finishes a game of this size should consider themselves a victor in the game.

Use the Standard Victory Conditions for both games and compare the two. If the Allies achieve Victory in *Where Eagles Dare* and a Major or Minor Victory in *The Devil's Cauldron*, the Allies win. If not, the Germans win.